Amendments to the Claims

1-23. (Canceled)

24. (New)   A method of establishing media channels between a local packet-switched media endpoint and a remote packet-switched endpoint, the method comprising:

receiving a remote capability set from the remote endpoint;

selecting a local media format appearing in both the remote capability set and a local capability set;

requesting a first transmit channel, in the local media format, with the remote endpoint;

detecting the remote media format of a remote transmit channel opened by the remote endpoint;

detecting potential conflicts between the first transmit channel local media format and the remote transmit channel remote media format; and

when a potential conflict is detected, closing the first transmit channel and requesting a second transmit channel in a media format that does not conflict with the remote transmit channel media format selection.

25. (New)   The method of claim 24, wherein the recited method is performed at the local endpoint.

26. (New)   The method of claim 24, wherein at least one of the recited method elements is performed by a call agent.

27. (New)   The method of claim 24, further comprising:

detecting, subsequent to the requesting a second transmit channel step, that the remote endpoint has changed the remote transmit channel from the original remote media format; and

closing the second transmit channel and opening a third transmit channel using the current remote transmit channel media format.

28. (New)   The method of claim 24, further comprising:

detecting, subsequent to the requesting a second transmit channel step, that the remote endpoint has changed the remote transmit channel from the original remote media format;

delaying for a waiting period to see if the remote endpoint changes the remote transmit channel back to the original remote media format; and

when, after the waiting period, the remote endpoint has not changed the remote transmit channel back to the original remote media format, closing the second transmit channel and opening a third transmit channel using the current receive channel media format.

29. (New)   The method of claim 28, wherein the execution of the delaying for a waiting period step depends on whether the local endpoint is designated as master or slave.

30. (New)   The method of claim 29, wherein the waiting period step executes when the local endpoint is slave.

31. (New)   A codec selector comprising:

means for initiating a request for a locally-requested codec, from a set of codecs supported by a remote peer, prior to the codec selector receiving a request from that peer for a remotely-requested codec;

means for detecting conflicts between locally-requested and remotely-requested codecs; and

means for synchronizing a locally-requested codec with a remotely-requested codec in response to a detected conflict, the synchronizing means operating to close the existing locally-requested codec and request a different codec that does not conflict with the remotely-requested codec.

32. (New)   The codec selector of claim 31, embodied in a media gateway.

33. (New)   The codec selector of claim 31, embodied in a media gateway controller.

34. (New)   A codec selector comprising:

means for detecting conflicts between locally-requested and remotely-requested codecs;

means for synchronizing a locally-requested codec with a remotely-requested codec in response to a detected conflict, the synchronizing means operating to close an existing locally-requested codec and request a different codec that does not conflict with the remotely-requested codec; and

ping-pong detecting means for detecting that a remote endpoint is operating a codec

synchronizer.

35. (New)   The codec selector of claim 34, wherein the ping-pong detecting means counts responses to conflicts by the codec synchronizing means.

36. (New)   The codec selector of claim 34, further comprising delay means, responsive to the ping-pong detecting means, for delaying a response to a conflict by the codec synchronizing means, thereby allowing time for the remote endpoint to synchronize codecs with the local endpoint.

37. (New)   The codec selector of claim 36, wherein the delay means comprises a timer.

38. (New)   The codec selector of claim 37, further comprising a delay estimator, the delay estimator supplying the timer with an estimate of the round-trip delay between the dispatch of a request to the remote endpoint and the receipt of a corresponding response from the remote endpoint.

39. (New)   The codec selector of claim 38, wherein the timer bases a timeout period on the estimate from the delay estimator.

40. (New)   The codec selector of claim 36, wherein the codec conflict detecting means signals the delay means to reset when the remote endpoint achieves synchronization.

41. (New)   The codec selector of claim 34, embodied in a media gateway.

42. (New)   The codec selector of claim 34, embodied in a media gateway controller.

43. (New)   A media gateway comprising:
     a plurality of receive codecs and a plurality of transmit codecs;
     a codec synchronizer that initiates a request for a first transmit codec, from a set of codecs supported by a remote endpoint, prior to the media gateway receiving a request from that remote endpoint for a receive codec; and
     a codec conflict detector capable of indicating, after receiving a request from the remote

endpoint for a receive codec, that a second transmit codec is a better match for the receive codec than the first transmit codec;

the codec synchronizer responding to an indication from the codec conflict detector by closing the requested transmit codec and requesting the second transmit codec.

44. (New)   The media gateway of claim 43, further comprising a ping-pong detector to detect when the remote endpoint is also operating a codec synchronizer.

45. (New)   The media gateway of claim 44, wherein the ping-pong detector counts responses to conflicts by the codec synchronizer.

46. (New)   The media gateway of claim 44, further comprising a delay unit, responsive to the ping-pong detector, to delay a response to a conflict by the codec synchronizer, thereby allowing time for the remote endpoint to synchronize codecs with the local endpoint.

47. (New)   The media gateway of claim 46, wherein the delay unit comprises a timer.

48. (New)   The media gateway of claim 47, further comprising a delay estimator, the delay estimator supplying the timer with an estimate of the round-trip delay between the dispatch of a request to the remote endpoint and the receipt of a corresponding response from the remote endpoint.

49. (New)   An article of manufacturing containing computer instructions that, when executed by a processor, cause the processor to perform a method of establishing media channels between a local packet-switched media endpoint and a remote packet-switched endpoint, the method comprising:

receiving a remote capability set from the remote endpoint;

selecting a local media format appearing in both the remote capability set and a local capability set;

requesting a first transmit channel, in the local media format, with the remote endpoint;

detecting the remote media format of a remote transmit channel opened by the remote endpoint;

detecting potential conflicts between the first transmit channel local media format and the remote transmit channel remote media format; and

when a potential conflict is detected, closing the first transmit channel and requesting a second transmit channel in a media format that does not conflict with the remote transmit channel media format selection.

50. (New)   The article of manufacture of claim 49, wherein the recited method is performed at the local endpoint.

51. (New)   The article of manufacture of claim 49, wherein at least one of the recited steps is performed by a call agent.

52. (New)   The article of manufacture of claim 49, further comprising the steps of:

detecting, subsequent to the requesting a second transmit channel step, that the remote endpoint has changed the remote transmit channel from the original remote media format; and

closing the second transmit channel and opening a third transmit channel using the current remote transmit channel media format.

53. (New)   The article of manufacture of claim 49, further comprising the steps of:

detecting, subsequent to the requesting a second transmit channel step, that the remote endpoint has changed the remote transmit channel from the original remote media format;

delaying for a waiting period to see if the remote endpoint changes the remote transmit channel back to the original remote media format; and

when, after the waiting period, the remote endpoint has not changed the remote transmit channel back to the original remote media format, closing the second transmit channel and opening a third transmit channel using the current receive channel media format.

54. (New)   The article of manufacture of claim 53, wherein the execution of the delaying for a waiting period step depends on whether the local endpoint is designated as master or slave.

55. (New)   The article of manufacture of claim 54, wherein the waiting period step executes when the local endpoint is slave.